

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

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Claim 1 (currently amended): A method of operating an amusement game having both a chance-based game and a skill-based game, the method comprising:

operating [[a]] the skill-based video game as a primary game for a specified game time, the skill-based video game having a skill-based video game outcome; [[and]]

operating [[a]] the chance-based video game as a secondary game, the chance-based video game having a chance-based video game outcome; and

altering said specified game time in response to said chance-based video game outcome.

Claim 2 (original): The method of claim 1 wherein the chance-based game is chosen from the group consisting of slots, bingo, keno, roulette, and dice.

Claim 3 (original): The method of claim 1 wherein the skill-based game is chosen from the group consisting of racing games, fighting games, trivia games, sports games, logic games, and puzzle games.

Claim 4 (currently amended): The method of claim 1 wherein operating [[a]] the chance-based video game as a secondary game occurs regardless of the skill-based video game outcome.

Claim 5 (original): The method of claim 1 further comprising awarding a player with a cash prize based on the outcome of one or both of the skill-based video game outcome and the chance-based video game outcome.

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Claim 6 (currently amended): A game device for playing chance-based and skill-based games, comprising:

a memory containing data related to chance-based and skill-based games;

a central game processor adapted to access said memory and to coordinate game presentation for a specified game time, said central game processor further being adapted to:

a) operate said chance-based games to generate chance-based game outcomes;

b) operate said skill-based games to generate skill-based game outcomes; and

c) alter said specified game time in response to at least one of said chance-based game outcomes and said skill-based game outcomes;

a display providing video representations of games in response to signals from the central game processor; and

~~a memory accessible by the central game processor and containing data related to chance-based and skill-based games; and~~

a storage device adapted to record information related to a player and write information related to the player for future use by the game device.

Claim 7 (original): The game device of claim 6 wherein the storage device is adapted to read identification information from player cards.

Claim 8 (original): The game device of claim 6 wherein the central game processor is adapted to reward credits based on player success in chance-based games and deduct credits based on player failure in chance-based games.

Claims 9-38 (canceled)

Claim 39 (new): The method of claim 1 further comprising increasing said specified game time in response to player success in said chance-based video game outcome.

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Claim 40 (new): The method of claim 1 further comprising decreasing said specified game time in response to player failure in said chance-based video game outcome.

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Claim 41 (new): The method of claim 1 further comprising accepting a wager on said chance-based video game outcome, and wherein altering said specified game time comprises altering said specified game time in accordance with an amount of said wager and said outcome of said chance-based video game.

Claim 42 (new): The method of claim 1 further comprising terminating said game before expiry of said specified game time and storing an amount of said specified game time for use in a future playing session.

Claim 43 (new): The method of claim 42 wherein storing said amount of said specified game time comprises storing said amount of said specified game time using a player identification card.

Claim 44 (new): The method of claim 42 wherein storing said amount of said specified game time comprises storing said amount of said specified game time using a player identification number.

Claim 45 (new): The method of claim 1 further comprising exchanging said specified game time for game credits according to an exchange rate.

Claim 46 (new): The game device of claim 6 wherein said storage device is adapted to record information relating to game time available to a player for future playing sessions.

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Claim 47 (new): The game device of claim 6 wherein said central game processor is further adapted to increase said specified game time in response to player success in at least one of said chance-based game outcomes and said skill-based game outcomes.

Claim 48 (new): The game device of claim 6 wherein said central game processor is further adapted to decrease said specified game time in response to player failure in at least one of said chance-based game outcomes and said skill-based game outcomes.

Claim 49 (new): A method of operating an amusement game having both a chance-based game and a skill-based game, the method comprising:

operating the skill-based video game as a primary game for a specified game time, the skill-based video game having a skill-based video game outcome;

operating the chance-based video game as a secondary game, the chance-based video game having a chance-based video game outcome; and

altering said specified game time in response to at least one of said skill-based video game outcome and said chance-based video game outcome.

Claim 50 (new): The method of claim 49 wherein the chance-based game is chosen from the group consisting of slots, bingo, keno, roulette, and dice.

Claim 51 (new): The method of claim 49 wherein the skill-based game is chosen from the group consisting of racing games, fighting games, trivia games, sports games, logic games, and puzzle games.

Claim 52 (new): The method of claim 49 wherein operating the chance-based video game as a secondary game occurs regardless of the skill-based video game outcome.

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Claim 53 (new): The method of claim 49 further comprising awarding a player with a cash prize based on the outcome of one or both of the skill-based video game outcome and the chance-based video game outcome.

Claim 54 (new): The method of claim 49 further comprising increasing said specified game time in response to player success in said chance-based video game outcome.

Claim 55 (new): The method of claim 49 further comprising decreasing said specified game time in response to player failure in said chance-based video game outcome.

Claim 56 (new): The method of claim 49 further comprising accepting a wager on said chance-based video game outcome, and wherein altering said specified game time comprises altering said specified game time in accordance with an amount of said wager and said outcome of said chance-based video game.

Claim 57 (new): The method of claim 49 further comprising terminating said game before expiry of said specified game time and storing an amount of said specified game time for use in a future playing session.

Claim 58 (new): The method of claim 57 wherein storing said amount of said specified game time comprises storing said amount of said specified game time using a player identification card.

Claim 59 (new): The method of claim 57 wherein storing said amount of said specified game time comprises storing said amount of said specified game time using a player identification number.

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Claim 60 (new): The method of claim 49 further comprising exchanging said specified game time for game credits according to an exchange rate.

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